MMX

ACCESS

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TEX MURPHY
Overseer

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Overseer

Both DVD and CD-ROM versions included

u s e r ' s   g u i d e

TEX MURPHY
Overseer

User's Guide

ACCESS
SOFTWARE INCORPORATED

Table of Contents

Introduction to Tex Murphy

Tex Murphy is a mid-21st century P.I., who tries—with mixed results—to emulate the style and philosophy of the classic film noir detective. Divorced, perpetually broke and cursed with inconsistent social skills, Tex doesn't fall into the "super hero" category, but usually manages to succeed despite himself.

The first Tex Murphy Adventure was 1989's **Mean Streets**, followed by 1992's **Martian Memorandum**. But it wasn't until **Under a Killing Moon** (Software Publishers' Association "Adventure Game of the Year for 1994"), that Tex really garnered notoriety. UAKM also introduced Chelsee Bando, Tex's elusive love interest, who returned in UAKM's sequel, **The Pandora Directive**. The alleged UFO crash at Roswell, the mysterious Mayan civilization and a tricky little love triangle made for an adventure that was the only "game" nominated for the Software Publishers' Association Best Overall Multimedia Product of 1996, and that won numerous Adventure Game of the Year awards.

Tex Murphy: Overseer finds Tex and Chelsee together again, with Tex telling her the story of his very first case. An exciting, funny, fast-paced mystery/adventure, Overseer is great entertainment on its own, but also fills in a lot of details from **Under a Killing Moon** and **The Pandora Directive**, and sets the stage for another installment (already in the works) in the proud MURPHY tradition.

Thanks for Playing!

Chris Jones
Aaron Conners

Installing

IMPORTANT! This program will only run under Windows 95 or newer. *It will not run under any version of OS/2, Windows NT, or versions of Windows prior to Windows 95*

To Install in Windows 95

1. Insert CD #1 into the CD-ROM drive, or the DVD into the DVD drive.
2. If Windows 95 is set up to use the AutoRun feature, instructions will appear onscreen. If instructions do not automatically appear, click the Start button, then Run, then type D:SETUP and press [ENTER] (If D: is the drive letter of your CD-ROM or DVD).
3. Follow the instructions.

To Start in Windows 95

1. Verify that one of the Tex Murphy Overseer CDs is in the CD-ROM drive, or that the DVD is in the DVD drive.
2. Click the Start button, then click Programs.
3. In the Overseer program group, click the Tex Murphy Overseer icon.

Quick Start

1. Move the mouse to the top of the screen to expose the Control Panel.
2. Click the New Game button.
3. Type your name into the field below *Player Name*.
4. Click Begin.

   * *Note: If you are new to interactive adventure games, you should play the default Entertainment game mode.*

5. Click Ok if you are new to interactive adventure games.
   Otherwise, select Gamer level and click Ok.
6. Watch the introduction movie sequences carefully as

there may be clues that will help get you started on
your interactive adventure with Tex Murphy Overseer.
Your first Character Conversation will be with Chelsee Bando
on the Vidphone. Just select the responses that appeal most to
you and you cannot go wrong.

*Note: there will be pivotal interactive situations throughout
the game, in which the wrong response can have a negative impact.
So save your game often.*

Following your interactive conversation with Chelsee is a
movie sequence with Tex and Chelsee at Chelsee's apartment.
This is where the plot begins to take shape.

Your first VR session is in Tex's office 6 years ago when he was a
young inexperienced PI about to break all the rules and make
some of the biggest mistakes of his life. If you are unfamiliar
with the movement controls, see page 12.

To get the ball rolling: enter the back bedroom and pick up
the Parcheesi game. Playing the Parcheesi game will trigger a
movie sequence that reveals how you landed your first case
and open the door to the rest of the game. See page 16 if you
are unsure how to pick up the Parcheesi game.

The control panel is the control center for Overseer. All the
buttons for Starting, Saving and Resuming Saved Games,
Hints, Help, Configuration Preferences, etc.. are located here.
To access the control panel, simply move the mouse cursor to
the top of the screen. Below are detailed descriptions of each
control panel element.

Game Play Mode
Definitions

There are two game modes in which to play Tex Murphy
Overseer: Entertainment Mode and Gamer Mode.

Entertainment Mode
Entertainment Mode is for beginning players that have little

or no experience with Interactive Adventure games. If you find that you cannot solve a puzzle or find a hidden item, you may access the on-line hint system for assistance. If you tire of attempting to solve a difficult puzzle, you may bypass the puzzle and continue playing. Each time you get a hint or skip a puzzle, however, there will be a minor reduction from your point total.

Gamer Mode

Gamer mode is very challenging and should only be played by experienced interactive adventure gamers or by players who have finished the game in Entertainment Mode at least once. There are no hints available in this mode, nor can you bypass any of the puzzles. Gamer mode also includes a higher point total.

Starting a New Game

If it is your first time playing Tex Murphy Overseer, you must begin by starting a New Game.

1. Move the mouse cursor to the top center of the screen to expose the control panel.
2. Click New Game.
3. The field below Player Name is where you type your name.

   Note: The name you supply must be less than 32 characters long and may contain any alphanumeric combination except special characters such as a question mark or dollar sign.

4. When you have typed your name, click Begin.

   Note: If you are new to interactive adventure games, you should play the default Entertainment game mode.

5. Click Ok if you are new to interactive adventure games, otherwise select the Gamer level and click Ok.

6. Each time a new player begins a game, the beginning movie sequence (intro) plays automatically. You may pause the intro by pressing "P" or bypass it by pressing the SPACEBAR, ENTER or ESC key.

Note. If it is your first time playing you should view the entire intro, as it contains information that may help you get started.

For more information see *Interacting with Characters*.

Saving a Game

Saving your game often is essential. If you do not save your game and something happens to your player, you will have to start over from the beginning. If you save your game with the same filename each time you save, you may end up in a situation with no way out and no previous game to restore. It is an ESPECIALLY good idea to save your game right before beginning a conversation with another character. Saved games occupy very little disk space, so save often.

To Save a Game:
1. Move the mouse cursor to the top of the screen to activate the control panel.
2. Click Save.
3. The *Comment* field is an optional field that allows you to give your saved game a description to help you identify it later.
4. The *slot* field defaults to 000 for the first game you save and increments automatically when additional games are saved. i.e. 001, 002, etc.
5. Click Save and your game will be saved.

Save Game Screen Information

Save Button - Saves the game in progress
Cancel Button - Aborts the save game operation
Help(F1) Button - Activates an on-line help screen
Delete Game Button - Deletes the selected saved game (highlighted in red)
Player Name - The name of the player you created when you

started a new game.

Date/Time - The actual date and time the game was saved. The information is taken from your computer's internal clock.

Location - This is Tex's location when the game was saved. If you are having a conversation with a character the location will reflect the character with whom you are having the conversation.

Comment - This is an optional field that allows you to enter a personalized description of your saved game to help you identify it later.

Slot - Slot is the number assigned to the game for incremental purposes. If you do not modify this value when you save your game, it will automatically increase one. The first game is saved in slot 000, the second in slot 001, etc.

Filename - This is the actual filename of your saved game.

Score - This is the point total accumulated when you saved the game.

Level - This shows the GAME MODE that was being played when the game was saved.

Resuming a Saved Game

To Resume a Saved Game:

1. Move the mouse cursor to the top of the screen to activate the control panel.
2. Click Load.
3. Select your player's name from the *Players* pull down list.
4. Select the game you wish to resume in the *Saved Games* list box.
5. Click Load.

Loading a Saved Game Screen

Delete Player - Deletes the currently selected player.

   Note: You cannot delete the currently selected player if that player's game is in progress.

10

Load - Resumes the currently selected saved game (highlighted in red).

Cancel - Returns to game's main control panel.

Delete Game Button - Deletes the currently selected game.

Help(F1) - Activates an On-line help screen.

Players - List of all available player names. Names are created when a player starts a new game.

Quitting the Game

I know what you're thinking; why would I want to quit this game? The answer is: You need to go to work, eat, sleep, etc.

To Exit the Game:

1. Activate the Control Panel by moving the mouse cursor to the top of the screen.
2. Click Exit Game. A message box will appear asking if you're sure you want to exit.
3. If you have saved your game and you really must go, click Yes.

Deleting Saved Games and Players

You may delete saved games and players from within the *Save* and *Load* menus.

To Delete Saved Games:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click Load.
3. Highlight the game in the slot you wish to delete. (the line will turn red).
4. Click Delete Game or Press G.
5. Click Yes to delete, No to Cancel deletion.

To Delete a Player:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.

2. Click New Game.
3. Highlight the player you wish to delete. (the line will turn red).
4. Click Delete or Press D.
5. Click Yes to delete, No to Cancel deletion.

Maneuvering in the VR Environment

To create a realistic virtual world experience, free and fluid movement is essential. There are three methods that can be used to maneuver in the VR environment: Keyboard, Mouse, and the VR Movement Overlay. You can use each method exclusively or you can use a combination of two methods i.e. keyboard and mouse.

Using the Mouse

The mouse can be used "freely" or it can be used to manipulate the VR movement overlay controls. This section explains how to use the mouse freely without the VR movement overlay.

To move freely with the mouse:

1. Press and hold the right mouse button.
2. Move the mouse in the direction you want to go.

Walk Forward: Move the mouse forward while holding down the right mouse button.

Walk Backward: Move the mouse backward while holding down the right mouse button.

Turn: Move the mouse left or right while holding down the right mouse button.

Stop: Release the right mouse button.

*Note: You must use the keyboard or the VR overlay to perform such functions as raising/lowering eye level, running, sliding left, sliding right, etc.

VR Movement Overlay

The VR Movement Overlay is a small transparent panel containing a complement of movement controls. To access the VR Overlay, move the mouse to the bottom center of the screen. The panel will appear and you can begin using it.

Note: You can still use the keyboard controls in conjunction with the VR Overlay. But if you press the right mouse button to use the "free" movement method, the VR overlay will automatically retract.

Walk Forward: Click and hold the left mouse button on the floating compass (in the center of the four directional arrows). Move the floating compass forward (up).

Note: To move forward one step at a time, click the forward (pointing up) directional arrow.

Walk Backward: Click and hold the left mouse button on the floating compass. Move the compass back (down).

Note: To move back one step at a time, click the backward (pointing down) directional arrow.

Raise eye level: Click the mouse on the Raise eye level button (arrow pointing up at the right of the VR overlay).

Default eye level: Click the mouse on the center eye level button (the center button at the right of the VR overlay).

Lower eye level: Click the mouse on the Lower eye level button (arrow pointing down at the right of the VR overlay).

Turn left: Click and hold the left mouse button on the floating compass. Move the floating compass to the left.

Note: To move left one step at a time, click the left directional arrow.

Turn right: Click and hold the left mouse button on the floating compass. Move the floating compass to the right.

*Note To move right one step at a time, click the right directional arrow.

Slide right: Click the mouse on the slide right button at the bottom right of the movement overlay.

Slide left: Click the mouse on the slide left button at the bottom right of the movement overlay.

Look up: Click the mouse on the Look Up button (arrow pointing up at the left of the VR overlay).

Look down: Click the mouse on the Look Down button (arrow pointing down at the left of the VR overlay).

Default look angle: Click the mouse on the center eye angle button (The center button on the left side of the VR Overlay).

Using Keyboard Controls

The default keyboard controls are listed below. You may change the keyboard controls via the CONFIG=>KEYBOARD option on the control panel.

User-Assignable Keyboard functions

Action	Default Key
Forward--Move forward	Up Arrow
Backward--Move backward	Down Arrow
Up--Raise eye level	Page Up
Eye Level--Center eye level	Return [Enter]
Down--Lower eye level	Page Down
Turn Left--Turn to the left	Left Arrow
Turn Right--Turn to the right	Right Arrow
Slide Left--Step to the left	Insert
Slide Right--Step to the right	Delete
Look Up--Tip up head	Home

Look Forward—Center eye angle	Keypad #5
Look Down—Tip down head	End
Run Fast—Fastest movement	Shift
Run—Move faster	'R'
Walk —Slowest Movement	Control (Ctrl)

Pre-Assigned Keyboard functions

Cancel (Menus, movies, VOs etc.)	Esc, Spacebar, Enter
Online Help System	F1
Save a Game (Available only during play)	F2
Load a Saved Game	F3
Hints (Available only during play)	F4
Configuration	F9
Quick Exit	Alt + F4
Screen Capture	Alt + F10

Changing Keyboard Controls

To Change Key Assignments for Keyboard VR Control:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the **Config** button.
3. Select the **Keyboard** tab.
4. Click the key assignment you wish to change It will be highlighted with a white outline.
5. Press the key you want to change the key assignment to.
6. Repeat steps 4 and 5 for each key assignment you want to change.

Note: You cannot assign the same key to two or more options. If you assign the same key to two or more options, the options will appear highlighted in red. The red highlight indicates that you must change one or both of the conflicting settings

IMPORTANT: Click the Ok button at the bottom left of the screen to save changes.

Climbing Stairs and Ladders

To climb Stairs you move just as you would on a level surface. For ladders all you do is walk toward the ladder and run into it. A message box will appear asking you if you would like to climb the ladder. Just click Yes or No.

Exiting a Room

In order to exit a room, open the door and walk through the opening.

To exit a VR Room:

1. Move the mouse cursor over the appropriate door in the room (not a closet door).
2. Click the door when the crosshair appears.
3. Click the Open/Close icon when it appears.
4. Move forward through the open doorway.

> *Note: If there is no adjacent room, the Travel Panel will appear, allowing you to choose a travel destination. Otherwise, the adjacent room will automatically load.*

Manipulating Objects in the VR Environment

There are seven ways to manipulate objects in the VR Environment. They are looking, getting (acquiring), moving, opening, closing, turning on, and turning off. When the mouse cursor is positioned over a significant object, a *crosshair* will appear. Clicking the left mouse button when the crosshair is visible displays animated icons for each action available for that object.

The Look Icon

The "look" icon is a magnifying glass zooming in and out on a chess piece. Clicking the look icon activates a verbal description (voiceover) of the associated object.

To Use the Look Icon:

1. Click the mouse on an object you want to look at.
2. Click the animated magnifying glass icon when it appears.

The Get Icon

The *get* icon is a hand grasping a chess piece. Clicking the get icon acquires the associated object and adds the object to your inventory. Note: You should *get* every object you can because

16

you may need it to complete the game. Many objects are also worth points.

To Use the Get Icon:
1. Click the mouse on an object you want to acquire.
2. Click the animated hand icon grasping the chess piece when it appears. It will only appear if you can get the object.

The Move Icon

The "move" icon is a hand moving a chess piece. Clicking the move icon moves the associated object. Note: Moving an object may reveal an important clue or an item to add to your inventory.

To Use the Move Icon:
1. Click the mouse on an object you want to move.
2. Click the animated hand icon moving the chess piece when it appears. It will only appear if you can move the object.

The Open/Close Icon

The "open/close" icon is a chess set opening and closing. Clicking the open/close icon opens and closes doors, desk drawers, filing cabinet drawers, safes, etc.

To Use the Open Icon:
1. Click the mouse on an object you want to open or close.
2. Click the opening/closing chessboard when it appears. It will only appear if you can open/close the object.

The On/Off Icon

The "on/off" icon is a toggle light switch. Clicking the on/off icon activates computers, machinery, etc., as well as turning lights on and off.

To Use the On/Off Icon:
1. Click the mouse on an object you want to turn on/off.
2. Click the animated light switch icon when it appears. It will only appear if the object can be turned on/off.

17

Handling Inventory Items

When you acquire or *get* an object, it is added to your inventory. Your inventory contains all the objects you have acquired while playing Overseer. The only way to manipulate inventory items is via the Inventory Panel.

Inventory Panel

The Inventory Panel is the interface that allows you to manipulate your inventory items. Moving the mouse cursor to the right edge of the screen activates the Inventory Panel. Once the Inventory Panel has been opened you can perform a variety of actions on your inventory items.

Viewing the contents of your inventory

1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. If there are multiple items in the inventory you can traverse the collection of items by scrolling through the inventory via the vertical sliding scroll bar. Click on the up and down arrows or click on the scroll tab and pull it up or down.

Examining Inventory Items

You should always examine any item you acquire. Examining some items will reveal hidden clues or other more useful items. Items not yet examined are highlighted with a yellow outline.

To Examine an Inventory Item:

1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Locate the inventory item you wish to view. You may need to scroll through the items via the vertical sliding scroll bar.
3. Position the mouse cursor over the item you wish to examine.
4. Click once on the item with the left mouse button. The

item will now be attached to your mouse cursor.

6. Drag the item to the examination icon (magnifying glass) at the upper right corner of the inventory Panel.

Note: You may simply "drag" the inventory item to the examination icon and drop it, or vice versa. Also you may double click any object to examine it.

Combining Inventory Items

Throughout the game you will acquire inventory items that are of no use to you by themselves. These items must be combined to create a new item or items. Two or more items may be combined to create a new item.

To Combine Inventory Items:

1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Locate one of the inventory items you wish to combine. You may need to scroll through the items via the vertical sliding scroll bar.
3. Position the mouse cursor over one of the items you wish to combine.
4. Click the item once with the left mouse button (the item will now be attached to your mouse cursor).
5. Locate the second item to be combined and click once on the item.

If the two items can be combined, the newly created item will appear in your inventory.

Note: You may also "drag" an inventory item and drop it onto the item you wish to combine it with. To do this, both inventory items must be visible in the Inventory Panel at the same time.

Using Inventory Items

Many of the inventory items you acquire must be used at some point during the game. For instance you may need to use a key you found to open a locked door.

To Use an Inventory Item:

1. Locate the object with which the inventory item is to be used, and make sure its position is visible somewhere on the screen.
2. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
3. Locate the inventory item you wish to use. You may need to scroll through the items via the vertical sliding scroll bar.
4. Position the mouse cursor over the item and click once with the left mouse button (the item will now be attached to your mouse cursor).
5. Move the mouse to the left, away from the Inventory Panel.
6. When the Inventory Panel closes, click the VR object with which you want to use the inventory item.

If the inventory item you are trying to use is compatible with the VR object, an action will be performed, (a door will unlock.) If the inventory item is incompatible with the VR object, you should hear a verbal message from Tex, telling you it is not going to work, or to try something else.

> *Note: You may simply "drag" the inventory item out of the Inventory Panel and drop it on the VR object*

Inventory Panel Display Style

There are two display styles for the Inventory Panel, *Full Panel* and *Locked Small Panel*. The full panel is only visible when activated by moving the mouse cursor to the right edge of the screen. The locked small panel is a small portion of the Panel that is always visible (until unlocked) during a VR session.

To Lock/Unlock the Inventory Panel:

1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Click the **lock/unlock** button at the lower left corner of the panel.
3. The lock/unlock button is a toggling button. To unlock the Panel, click the **lock/unlock** button again.

Assembling, Puzzles, etc.

During your investigations, you may encounter puzzles that must be assembled.

To Assemble Puzzle Pieces:

1. Activate the Inventory Panel by moving the mouse cursor to the right edge of the screen.
2. Locate the puzzle you wish to assemble by scrolling through the items via the vertical sliding scroll bar.
3. Position the mouse cursor over the puzzle.
4. Click once on the puzzle with the left mouse button (the item will now be attached to your mouse cursor).
5. Drag the puzzle to the examination icon (magnifying glass) at the upper right corner of the inventory Panel.

You will now have the full screen to manipulate the puzzle pieces.

6. Position the mouse cursor over one of the pieces, then press and hold the left mouse button.
7. Drag the puzzle piece to the desired location and release the mouse button.

To Rotate Puzzle Pieces:

1. Position the mouse cursor over one of the pieces.
2. Press and hold the left mouse button.
3. Press the left and right arrows on the keyboard to rotate the piece left or right.

Interacting with Characters

The conversations you will have with the other characters in Tex Murphy Overseer are essential to the investigations you conduct. When the introduction concludes, you will have your first interactive conversation with Chelsee on the Vidphone. This conversation is automatic, but there will be other situations throughout the game where you must initiate a conversation with a character in order to acquire information essential to your investigation.

21

To Initiate a Conversation:

All conversations with characters are initiated by traveling to a character's location or calling a character on the Vidphone. After addressing with pleasantries or insults, depending on the character you are talking to, the *response attitude* menu will appear. The text displayed in the response attitude menu will reflect the *spirit* of the response rather than displaying the full dialogue Tex will use.

This provides you with a good idea of what Tex will say without revealing the actual dialogue. Select the responses that appeal to you the most. Keep in mind however that there are many interactive situations that *hinge* on the responses you furnish. Beware! If you say or choose the wrong option at the wrong time, it may prove hazardous to your health. Saving your game often before every character interaction is not only wise, but it is sometimes necessary.

Asking Characters for Information

There are many paths character conversations can follow. Many conversations progress to a point where you can ask the character for information. When this happens, *Ask About...* will appear in the response attitude menu. When you click Ask About, the notepad overlay will appear. Click any subject in the list and the character will respond to your question.

There are two ways to end a Conversation. To end a conversation, you must either continue through the dialog or until *END CONVERSATION* appears in the response attitude menu, or select a response that may offend the character you are talking to. In which case the character may decide to end the conversation abruptly.

Asking Characters About Inventory Items

Some of the characters you will encounter in Tex Murphy Overseer will have valuable information that they will tell you if you ask them about something from your inventory. When your conversation with a character has reached a point that

you can ask about things, the *Response Attitude Menu* will display the two options: *Ask About* and *End Conversation*.

To Ask a Character About an Inventory Item:

1. Select **Ask About** from the *Response Attitude Menu*.
2. This selection will activate the notepad overlay.
3. Locate the item in the notepad that you wish to ask the character about.
4. Select the item on the notepad. If the character has any information about the object you ask about, he or she will give you something in return, like information or another item. If the character does not have any information about the item, he or she will respond accordingly.

   Note: Inventory items that are used or examined and are no longer needed to complete the game will automatically be removed from the inventory panel.

Using the Vidphone

The Vidphone is used to communicate with other characters without travelling to their locations.

To Use the VidPhone:

1. In Tex's office, click the mouse on the Vidphone (on the desk).
2. Click the on/off icon.
3. The Vidphone interface will occupy the entire screen and the list of available characters to call is displayed in the window at the upper right.
4. Click the name of the character you wish to call.
5. Click the Dial button.

   Note: The character you attempt to call may not be available at all times. Try your call again later if no one answers.

To Receive Incoming Calls:

When someone is calling you, the Vidphone will emit a certain tone. To answer the call, simply turn on the VidPhone while it is ringing.

To View Messages:

If there are messages stored in the Vidphone you will hear a double tone.

1. *Turn on* the VidPhone.
2. Click the **Message** button. (The number of messages will be displayed on the message button itself).

Notepad Overlay

The Notepad Overlay is only accessible during character conversations. When a conversation reaches a point that you can ask questions, the notepad overlay can be automatically accessed by selecting the *Ask About* Response Attitude.

To Use the Notepad:

1. Click an item written on the notepad when the character is finished talking about the item a check will be placed in the box next to it.
2. Click each item on the first page in succession or at random.
3. Click **Next**(if present) at the bottom right of the notepad, as there may be more items to ask about.
4. When there are no items left to ask about, click **Done**.

Traveling

The Travel Panel

The Travel Panel is the part of the interface that displays available travel destinations. When you begin playing Tex Murphy: Overseer, there are no accessible travel locations. During the game, locations will open up as you find physical clues and obtain information from the characters you interact with. Once a travel destination is available, you may proceed to the location via the travel panel controls.

Locations List

Travelling is very simple in Overseer. All you have to do is identify the location to which you want to travel and two clicks (with the mouse, not your heels) and you are there.

To Travel to an Available Location:

1. Find the location to which you want to travel. If the location is not immediately visible, scroll through the thumbnail images until you find it.
2. Click the thumbnail image of the desired locale. The full image will appear in the *Go* window.
3. Click the Go button at the lower left corner of the travel Panel.

Travel Panel Display Style

There are two display styles for the Travel Panel, Full Panel and Locked Small Panel. The full panel is only visible when activated by moving the mouse cursor to the left edge of the screen. The locked small panel is a small portion of the Panel that is always visible (until unlocked) during a VR session.

To Lock/Unlock the Travel Panel:

1. Activate the Travel Panel by moving the mouse cursor to the left edge of the screen.
2. Click the lock/unlock button at the lower right corner of the panel.
3. The lock/unlock button is a toggling button. To unlock the Panel, click the lock/unlock button again.

Configuring Game Settings

The *Config* option on the control panel opens an applet with five tabs: Video, Audio, Keyboard, Preferences, and CD-ROM (CD-ROM tab is used for DVD and CD versions). The options available under these tabs allow you to customize game settings to suit your personal preferences.

Config Applet Buttons

OK	Exits the CONFIG applet and saves changes.
HELP	Activates the appropriate on-line Help Screen.

| DEFAULTS | Returns the options in the currently selected TAB to their *original* state. |
| CANCEL | Exits the CONFIG applet discarding any changes. |

Brightness Adjustment

The lighting in which the scenes for Tex Murphy Overseer were rendered, is very important to the look and feel of the game. Follow the on-screen instructions to adjust the brightness of your monitor. Doing so will provide you with the best visual experience for the game.

To Open the Brightness Adjustment Applet:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the Config button.
3. Select the **Video** tab.
4. Follow the directions on the screen.

IMPORTANT: Click the **Ok** button at the bottom right of the screen to save changes.

Audio Preferences

The volume adjustment applet will allow you to adjust the Sound Effects, Movie, and MIDI volumes within the game. When you play the game, every sound you hear will have nearly identical volume levels but you may want to decrease the *Sound Effects* volume if you are having trouble hearing the MIDI music. Conversely, you may want to decrease the *MIDI* volume if you find it difficult to hear the Sound Effects.

To Adjust Audio Preferences:

1. Activate the Control Panel by moving the mouse cursor to the top of the screen.
2. Click the **Config** button.
3. Select the **Audio** tab.

Your system may be equipped with more than one MIDI device. If your system is capable of both FM synthesis and wavetable MIDI playback, you will want to select the wavetable device for superior MIDI quality.

To Select a MIDI device:

Highlight the name of the device under the MIDI section you wish to be active by moving the mouse cursor over the device name, and clicking with the left mouse button. The red highlight indicates the active MIDI device.

To Adjust the Master Volume:

1. Press and hold the left mouse button on the Master Volume slide control.
2. Move the slider up for maximum volume, and down for minimum volume.

   Note: Moving the slider down as far as it can go has the same effect as the mute option.

3. To globally mute the volume, select the Mute option for *Master Volume.*

To Adjust the Sound Effects Volume:

1. Press and hold the left mouse button on the Volume slide control under *Sound Effects.*
2. Move the slider up for maximum volume, and down for minimum volume.

   Note: Moving the slider down as far as it can go has the same effect as the mute option.

3. To mute the volume, select the Mute option for *Sound Effects.*

To Adjust MIDI music Volume:

1. Press and hold the left mouse button on the Volume slide control to the right of the MIDI list box.
2. Move the slider up for maximum volume, and down for minimum volume.

27

*Note: Moving the slider down as far as it can go has the same effect as the mute option.

5. To mute the volume, select the **Mute** option for *MIDI*.

IMPORTANT: Click the **Ok** button at the bottom left of the screen to save changes.

Preferences

Preferences are selected by either toggle buttons or list buttons. List buttons are diamond shaped. Only one button in a list can be selected at one time. Toggle buttons are square and slightly larger than list buttons. When enabled a toggle button will be marked with a smaller black square. When disabled a toggle button will be empty.

Basic Preferences

Display Mode

There are two display modes in which to run Tex Murphy Overseer: 800x600 and 640x480. 640x480 is the default display mode. The only benefit to running the game in the 800x600 display mode is with video playback. The native size for the video playback is 720x480 which is slightly larger than the default screen size of 640x480. To run the movies in 640x480, the video must be downsized in order to fit. Selecting 800x600 will allow the video sequences to be played without any shrinking. Nevertheless the video sequences will appear slightly smaller in 800x600.

To select a display mode, simply click the box next to the display mode in which you want to run Overseer.

Captions (Subtitles)

Captions are the text subtitles displayed on the screen during movie sequences and voice overs. This option turns subtitles on and off.

To enable or disable captions, click the toggle box next to captioning.

28

Hints

Hints are only available in Entertainment mode. This option enables or disables the Hint system.

To enable or disable the hint system (Entertainment mode only) click the box next to Hints.

Walking Speed

There are three walking speeds: fast, medium and slow. If you are experiencing difficulty maneuvering in the VR environment, select the slow option.

To select the walking speed: click the box next to the speed with which you want to move.

Window Size

Window size is the physical size of the VR display area. If you are experiencing choppy VR performance you can decrease the window size to increase performance.

To select the VR window size, click the box next to the window size you wish to use.

Advanced Preferences

Texture Quality

Textures or texture maps are the graphical materials used to cover the 3D objects in the VR environment. The complex textures used for Tex Murphy: Overseer can have a large memory footprint. Some computers equipped with only 32 MB RAM may experience performance degradation when texture quality is set to maximum.

To adjust Texture Quality:

1. Open the Control Panel by moving the mouse cursor to the top of the screen.
2. Click the **Config** button.
3. Click the **Preferences** tab.
4. Click the **Advanced Preferences** button
5. Click and hold the left mouse button on the Texture Quality adjustment slider. You may also click the arrows at the top and bottom of the

adjustment slider.
6. Move the slider down to decrease texture quality or up to increase texture quality.

Note: Moving the Slider all the way to the top selects maximum texture quality. Moving the slider all the way down selects minimum texture quality.

Bilinear Filter

Bilinear Filtering is a technique designed to create a smoothing or blending affect on coarse textures. The algorithm scans the texture surfaces and attempts to smooth the appearance of the textures. By finding color values somewhere between two distinct colors a gradient is created.

To Enable or Disable Bilinear Filtering: select or deselect the box next to Bilinear Filter.

Trilinear Filter

To Enable or Disable Trilinear Filtering: select or deselect the box next to Trilinear Filter. Selecting the Trilinear Filter will automatically enable MipMapping.

MipMap

To Enable or Disable Mip Mapping: select or deselect the box next to MipMap. Mipmapping will reduce the quality of distant textures. If you are playing on a less than optimal system, enabling Mipmap will increase frame rates for smoother game play.

Note: for maximum efficiency enable Mipmap and disable Filtering. For the best trade-off of speed and image quality enable Mipmapping and the Trilinear Filter.

Experiment with filter modes, Mipmapping, and texture quality to fine tune game play to your hardware and personal preferences.

VR Renderer

Tex Murphy: Overseer can utilize AGP hardware acceleration to render the 3D VR environment or a software renderer can be used to render on PCI non-accelerated systems.

If your computer is equipped with a compatible AGP graphics accelerator the program will default to hardware acceleration. You can select either hardware or software rendering by clicking the box next to the appropriate option.

3D Sound

The 3D sound in Tex Murphy: Overseer is produced via the Intel RSX 3D sound technology. This option can be enabled or disabled by selecting or deselecting the box next to 3D sound in the advanced preferences applet.

IMPORTANT: Click the Ok button at the bottom left of the screen to save changes.

Dolby™ Digital Surround Sound

To play Tex Murphy Overseer with spectacular Dolby™ Digital Surround Sound (AC3), an MPEG-2 decoder card with a digital output (SPDIF) and a Dolby™ Digital AC3 Decoder are required. Connect the SPDIF output to the digital input on the Dolby™ Decoder or appropriately equipped receiver. Dolby™ Digital Decoders will provide discreet output for left and right rear channels, a center front channel, a subwoofer and right and left front channels. Consult your decoder documentation for further details.

Note: Subwoofer is not a distinct channel.

CD-ROM Settings

The CD-ROM section is where you can select the drive letter assigned to each disk. There are 5 CD-ROM discs for the CD version and 1 DVD-ROM disc for the DVD version.

To assign a driver letter to your DVD-ROM or CD-ROM drive(s):

1. Open the control panel and click the Config button.
2. Click the CD-ROM tab.

5. Click the up and down arrows next to each game disc
   (CD-ROM version) to cycle through the available
   CD-ROM drives in your system.

You can assign each game disc of the CD-ROM version to a
drive letter of any CD-ROM drive in your system. You can
also choose the drive letter of your DVD drive here.

The Point System

Each time you make a good decision, solve a puzzle, pick up
an object, etc., you are awarded a certain number of points. If
you do everything right, find everything, solve every puzzle,
and don't ask for any hints, you can attain a perfect score of
1500 points in Entertainment level and 4000 points in Gamer
level. Points are displayed next to SCORE when you save a
game or restore a saved game. They are also displayed at the
top of the travel panel.

Viewing the Intro

The Introduction sequence is only played when a newly creat-
ed player starts a new game. You can view the intro or the
credits for Tex Murphy Overseer at any time by doing the fol-
lowing:

To Play the Overseer Intro Sequence:
1. Activate the Control Panel by moving the mouse
   cursor to the top center of the screen.
2. Click the intro button.

Viewing the Overseer Credits

You may view the credits for Tex Murphy Overseer at any time
by doing the following:

To Play the Overseer Credits:
1. Activate the Control Panel by moving the mouse

cursor to the top center of the screen.
2. Click the Credits button.

Puzzle Manipulation

The following is a short index of the puzzles you will find in
Tex Murphy: Overseer. On the corresponding page you will
find scant hints on what is expected of you to solve the puzzle
(without giving away its solution). Good luck!

Access Tone Puzzle

To manipulate the colored buttons:
1. Move the mouse cursor over the large colored button you
   wish to press.
2. Click the left mouse button.
3. Repeat steps 1 and 2 until the correct sequence is
   completed.

When the correct sequence is completed, the puzzle will automatically close.

Refer to the Online Hint System for a solution to this puzzle.

Anasazi God Brick Puzzle

To manipulate the GOD bricks:

1. Move the mouse cursor over one of the bricks lined up at the left edge of the screen.
2. Press and hold the left mouse button and "drag" the brick to an open space on the puzzle grid.

   Note: Spaces on the puzzle containing immovable bricks are not considered open spaces.

3. When the brick is over the desired space, release the mouse button.
4. Repeat steps 1 through 3 for the remaining bricks.

Refer to the Online Hint System for a solution to this puzzle.

Bible Verses

1. Click the letters at the top left of the note (Job). A text cursor will appear in a box to the right.
2. Type the correct word in the box containing the text cursor.
3. Click the next set of letters (Ex) and type the appropriate word in the box containing the text cursor.
4. Repeat this procedure for the remaining sets of letters.

When you finish typing the last word, the puzzle will close automatically.

Refer to the Online hint system for a solution to this puzzle.

Braille Encrypted Note

To manipulate the Braille puzzle:

1. Move the mouse to the first blank line under the first Braille letter.
2. Type the letter of the alphabet that corresponds to the

Braille letter above it.
3. Press the tab key or move the mouse cursor to the next blank line.
4. Repeat steps 1 through 3 until all letters are typed.

When the correct letters are entered the puzzle will automatically close.

Refer to the Online Hint System for a solution to this puzzle.

Briefcase Lock

You must enter the correct combination to the lock on the briefcase to solve this puzzle.

To Enter a combination:
1. Move the mouse cursor over the left dial.
2. Click the left mouse button until the desired number is displayed.
3. Move the mouse cursor to the next dial to the right and repeat step 2.
4. If you make a mistake, click the RESET button to reset the dials and restart from step 1.

When you have entered the correct combination, the lock will automatically open.

Refer to the Online hint system for a solution to this puzzle

Cell Brick Puzzle

To Manipulate the Bricks:
1. Move the mouse cursor over the brick you wish to move.
2. Press and hold the left mouse button.
3. Move the brick to the desired new position and release the mouse button.
4. Repeat steps 1 through 3 for all bricks.

   *Note: The puzzle will not be solved if any bricks are overlapped.

Refer to the Online Hint System for a solution to this puzzle.

Chess Board Puzzle

To Manipulate the Chess Pieces:

1. Move your mouse cursor over the chess piece you wish to move.
2. Press and hold the left mouse button.
3. Move the chess piece to the desired position on the puzzle board and release the mouse button.
4. Repeat steps 1 through 3 for all pieces until they are in the correct positions.

Refer to the Online Hint System for a solution to this puzzle

Chess Match Puzzle

To manipulate the Chess Match Puzzle:

1. Select the first move you wish to make by clicking the appropriate arrow button in the *Select* column.

   Note: You can preview the move first by selecting the appropriate arrow button in the PREVIEW column.

2. After your opponent has moved select your next move by clicking the appropriate arrow button in the *Select* column.
3. Repeat steps 1 and 2 until either you or your opponent has achieved checkmate.

Refer to the Online Hint System for a solution to this puzzle.

Coded Orders and Credo Puzzle

Manipulating the Coded Orders and Credo Puzzle is very simple. All you have to do is type the appropriate letter in the appropriate numerically labeled space. Once a letter is typed, the cursor will automatically move to the next space. If all spaces are filled with the correct letters, the puzzle will automatically solve and close. If you have made a mistake, you can correct errors by using the arrow keys on the keyboard to move to any numbered space on the screen and typing a new letter.

Cogs and Levers

The levers in this puzzle rotate the accompanying cogs one full revolution with each pull.

To Manipulate the Levers:

1. To move a lever up (cogs turn clockwise), click the left mouse button at the top of the slot containing the lever.
2. To move a lever down (cogs turn counterclockwise), click the left mouse button at the bottom of the slot containing the lever.

Color Coded Security Panel

To operate the color coded security panel:

1. With the left mouse button, click one of the colored buttons.
2. Click the number on the keypad you wish to associate with the color.
3. Repeat steps 1 and 2 for all eight colors.

Commemorative Plate Puzzle

To Operate the Commemorative Plate Puzzle:

1. Move the mouse cursor over the plate you want to rotate.
2. Click the plate with your left mouse button.

   Note: Click the left half of the plate to rotate counterclockwise. Click the right half of the plate to rotate clockwise.

3. The green arrow at the top of each plate indicates the position relative to the marks around the plate. One full turn (360 degrees) will toggle between a.m. and p.m. When the correct times have been entered, click the Set Time button.

4. Repeat steps 1, 2, and 3 for all plates until the correct time is entered for each.

Refer To the Hint System for a solution to this puzzle.

Computer Passwords

Throughout the game there are several computers. To gain access to the information in these computers, you will be required to attach a passcard reader, scan a passcard, and enter a password. To enter a password on a computer all you have to do is type the password correctly. Once the password is typed correctly access will be granted automatically.

Refer to the Online Hint System for the passwords to individual computers.

Cut-up Passcards

You must assemble the passcard pieces within the white markers.

To Move The Passcard Pieces:

1. Move the mouse cursor over the passcard piece you wish to move.
2. Press and hold the left mouse bottom and drag the passcard piece to the desired new location.
3. Release the mouse button.

To rotate the passcard pieces:

1. Move the mouse cursor over the passcard piece you wish to rotate.
2. Press the right arrow key on the keyboard to rotate the passcard piece clockwise.
3. Press the left arrow key to rotate the passcard piece counter-clockwise.
4. When the piece is rotated to your satisfaction, release the mouse button.

Refer To the Hint System for a solution to this puzzle.

Dominos

To Manipulate the dominos:

1. Move the mouse cursor over the domino you wish to move.
2. Press and hold the left mouse button on the domino.
3. Move the piece to the desired spot on the marble domino board and release the mouse button.
4. Repeat steps 1 through 3 until all nine dominos occupy the correct spots on the board.

Refer To the Online Hint System for a solution to this puzzle.

Gideon's Cabinet Puzzle

To move the Cross:

1. Move the mouse cursor over the cross.
2. Press and hold the left mouse button on the cross.
3. Move the cross to the desired location on the cabinet face and release the mouse button.
4. Repeat steps 1 through 3 until the correct location is found.

When the correct location is found, the puzzle will automatically close.

Refer to the Online Hint System for a solution to this puzzle.

Grille and Grille Chart

You must manipulate the grille to find the hidden words on the Grille chart.

To Manipulate the Grille:

1. Move the mouse cursor anywhere over the grille
2. Press and hold the left mouse button.
3. Move the grille to the desired new location.
4. Press the right arrow key on the keyboard to rotate the grille clockwise.
5. Press the left arrow key to rotate the grille counter-clockwise.
6. When the grille is rotated to your satisfaction, release the mouse button.

STG Passcard Puzzle

You must insert the STG passcards one at a time and enter the correct password for each one.

To Manipulate the Passcards:

1. Move the mouse cursor over the card you wish to insert.
2. Press and hold the left mouse button and move the card to the card slot.
3. Press the right or left arrow on the keyboard to rotate the passcard (optional).
4. Release the mouse button when the card is in position just under the card slot.
5. After the card has been fully inserted, enter the appropriate password.

When the correct password has been entered the card will remain inside the security machine. If the wrong password is entered, the passcard will reappear. You may then reinsert the passcard and try again.

Refer to the Online Hint System for a solution to this puzzle

Bypassing Puzzles

There will inevitably be those who do not like puzzles or do not want to invest the time it takes to solve some of the more difficult puzzles. Therefore we have provided the option to circumvent any puzzle in the game.

The option to bypass puzzles is only available in entertainment mode. The codes to bypass the puzzles can be found in the hint system, which is not accessible when playing a game in gamer mode.

The Hint System

The online Hint System is available in Entertainment mode only. Any time you reach an impasse and cannot continue, you may consult the Hint System to help you advance. Be aware however that every time you consult the hint system, there is a point penalty that reduces your total score.

To Get a Hint:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the Hint button, or press the F4 key at any time. This will display the Hint Directory Screen. The topics listed are unresolved problems or puzzles. These topics are level 1 hints and will cost you 1 point.
3. Locate the problem or puzzle for which you require a hint and click the button next to it with the left mouse button. The next screen displays the steps already completed.
4. If you need a hint, select the button to the left of the incomplete step nearest the top of the list. The next Hint will appear. This is a level 2 hint and will cost you 4 points.

Hints that have not been completed are displayed in "red" and remain red until the step is completed. All completed steps appear in green. You cannot select a hint further down the list until you have completed all the previous steps.

IMPORTANT: Each time you select the Hint button or press F4 you are penalized 1 point for looking at the hint directory. When you get a level 2 hint you are charged 4 points. If you want to achieve a perfect score of 1500 points (entertainment level), you must complete the game without using any hints. You may disable the hint system if you wish to eliminate the temptation.

To Disable the Hint System:

1. Activate the Control Panel by moving the mouse cursor to the top center of the screen.
2. Click the Config button.
3. Click the Preferences tab.
4. Deselect the box next to *Hints*.
5. Click Ok.

Technical Support

Before calling for technical support, please read the README file. If you still have questions regarding this product, or want to contact us for any reason, we offer several different ways to do so:

1. On-line users can get assistance as follows:

Service	ID#	Location
America On-Line	Linkspro1	Industry Connection
Compuserve	72662,61	GO GAMBPUB
Prodigy	GBVV20A	E-mail
Internet	www.accesssoftware.com	
Internet e-mail	tech@accesssoftware.com	

2. Call our Support Hotline at 1-800-793-8324 (Mon. through Fri. 7:30 a.m. to 8:30 p.m. MST).

   Note: Try to compile as much information as possible about your system before calling.

Ordering Information

To order, or for information about other Access Software products, call 1-800-800-4880 (M-F, 9:00-5:00, MST).

Credits

Production Team

Actors and Actresses

J. Sant Gidron	Michael York
Sylvia Lindey	Rebecca Broumard
Big Jim Slade	Richard Norton
Sonny Fletcher	Henry Darrow
Chelsee Bando	Suzanne Barnes
Tex Murphy	Chris Jones
John Klaus	Joe Estevez
Larry Hammond	Clint Howard
Robert Knott	Roger Daris
Tex Clemente	Silvana Gallardo
Arnold Sternwood	Howard Mungo
Wanda Peck	Monique Lanier
Jorge Valdez	Emmett Grennan
Vanessa	Regina Cromorweth
Delores Lightbody	Micaela Nelligan
Frank Schimming	John Gangan
Harry Rice	Jim Carh
Greg Call	Aaron Conners
Hostess	Kim Conners
Carl Linsky	Ron Rose
Mac Malden	Kevin Jones
Bosworth Clark	Doug Vandegrift
Law & Order Thugs	Adrian Carr
	Mark Hulka
	Brett Petrir
Waitresses	Melanie Olmstead
	Suzanne Nguyen
Chef	Kjell Karlsson
Stranger In Speeder	Adrian Carr

Story and Design by
Chris Jones
Aaron Conners

Director
Adrian Carr

Producers
Aaron Conners	Bruce Ward

Executive Producers
Chris Jones	David Curtin

Technology Group Producer
Brian Stringham

Lead Technology Programmer
Paul Johnston

Technology Programmers
Brian Stringham	Jeff Harward
Travis Driscoll	

Lead Programmer
Mark Knight

Programmers
Mark Snow	Loch MacLeod	Matt Dawson
Linda Ward	Bruce Ward	George Manonsakir

Art Director
Nathan Larsen
Lead Artist
Brian Johnson
Artists

Brandon Wright	Allen Brockbank	Beau Anderson
Jason Tates	Adam Ingleby	David Wright
Paul Johnson	Mike Yarith	

Screenplay
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Sound Design/Studio Lighting
Jon Clark
The Man Behind the Curtain
Dave Brown
Alias Animations
Nathan Larsen
Brian Johnson
Video Specialist
Mark Hulka
Video Compositors

Mark Hulka	Jason Tates	Doug Vandegrift
Neil Galloway	D. J. Shelton	

VR-Builders

Matt Dazley	Steve Wynn	Stephen Cluff
Spencer Mark	Dave Wilson	

Storyboards
Doug Vandegrift
EDL Prep/CD-ROM Digitization
Lon Oswald
Casting
Carrie McGregor
Soundtrack

Jeff Abbot	Matt Beuler

"Trying To Try"

Written and Performed by:	Produced By:
Richie Havens	Bernard Fox

"Maria"

Written By	Performed By
Karl Calhoun	Michael Sanders AKA Thom Perez

"Thai Temple"
Composed and Performed By
Garry Hardman
Promotional Art
David Paul Sepp
Title Design
James H. Fedor
Prop Master
Melanie Olmstead
Key Makeup
Suzanne Barnes
Makeup

Katherine Warner	Dana Triges

Prosthetic Makeup
Steve Biggs

Master Carpenter
Brad Henry
Armorer
Dennis Zirrill
Assistant Armorer
George Sullivan
Special Effects
Bruce Haslam
Fight Choreographer
Richard Norton
Boom Operators
Scott Wright   Brett Perric
Logging Assistants
Angela Strong   Nicole Carter
Foley Artist
Ryan Purcell
Foley Engineer
Troy Hinkley
Still Photographers
Skip Huntress   Zeke McCabe
Quality Assurance
Nick Perkins   Charles Johnson
James West
Documentation/On-Line Help
Nick Perkins   Aaron Conner
James West   Bruce Ward
David Seppi   James H. Fedor
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Viking's Feast
Craft Services
Kevin L. Jones Catering
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Mike McDonaugh
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French and German Localization
Team ALENET®

Special Thanks to:
Bruce Carver
Redman Mines and Stones
Park City Silver Mine Adventure

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Dave Langborg	Kenny Lindley	Mike Limon

47

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James Rounds   Richard Rounds   Jennifer Sudd

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Darren Steele   Steve Witzel

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